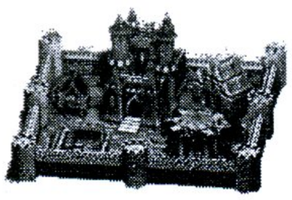
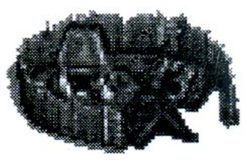
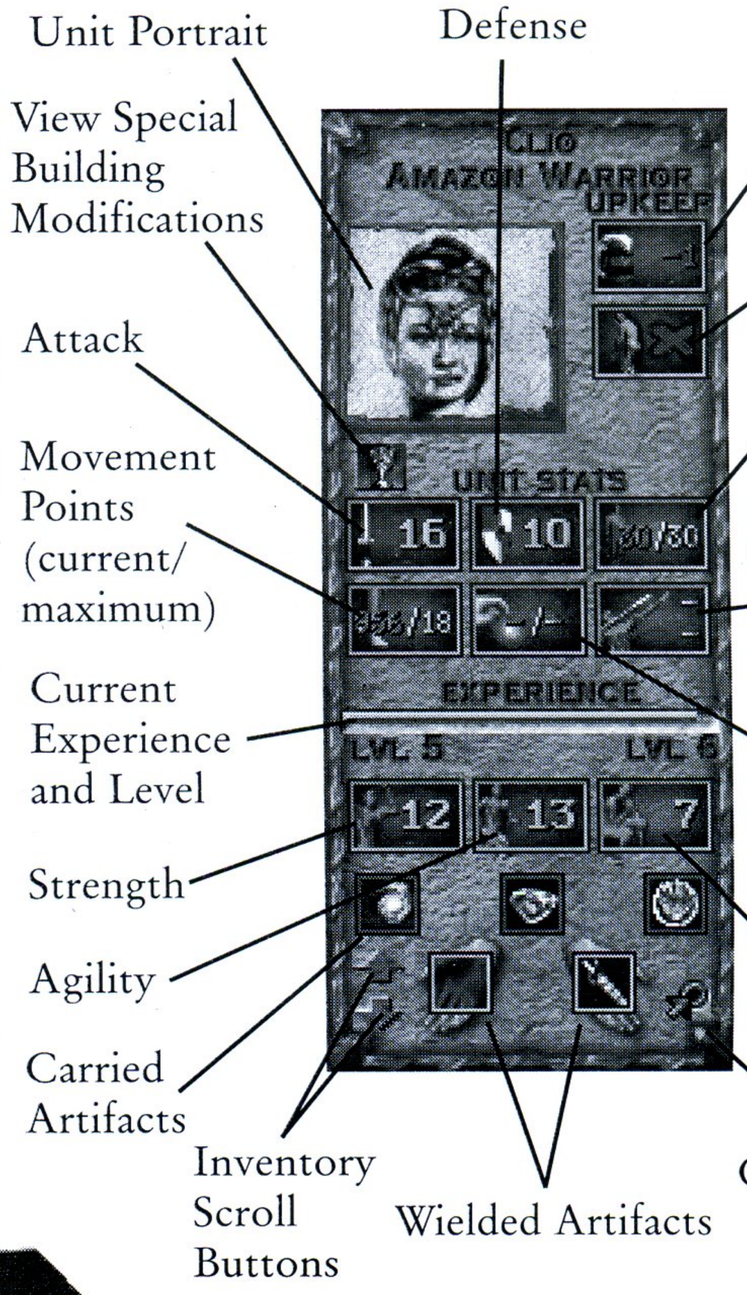
What you need to do

It is up to you to defeat the evil lord Balkoth and put an end to the death and destruction caused by the forces of darkness. There are eight different regions in the land of Urak, each having its own faith, capital, and Great Temple. A Great Temple is the source of all the magical power for the peoples inhabiting that region, so banishing the evil scourge lurking inside your Great Temple will earn you the respect and admiration of your people. Once you are strong enough, you will be ready to **liberate the Great Temple**, but first you will need to **conquer some of the less challenging caves and mines located near your capital** which have been permeated with the foul stench of evil. You may need to hire some Mercenaries at the military buildings around the capital (Barracks, Thieves Guild, and Mage's Tower). **When your Great Temple is freed, the people will build you a Stronghold**. **With a free Great Temple, followers will begin to arrive in your Stronghold**. These followers increase your strength, as they can be trained for combat or put to work acquiring resources in the capital. This newfound power permits you to move further out from the capital and **conquer the more powerful inhabitanted structures** scattered on the outskirts of the capital region As you continue, **capture villages in order to build additional military buildings**. Located on the border of two different regions, villages will help you to round out your forces because you can train new units belonging either to your own faith or to the faith of your neighbor. As you move ahead, **explore and interact with your neighbors**, bartering with them and forming alliances if possible. Finally, build up your strength until you are ready to **take on Balkoth** himself and put an end to the reign of terror, once and for all.





Unit Information Display



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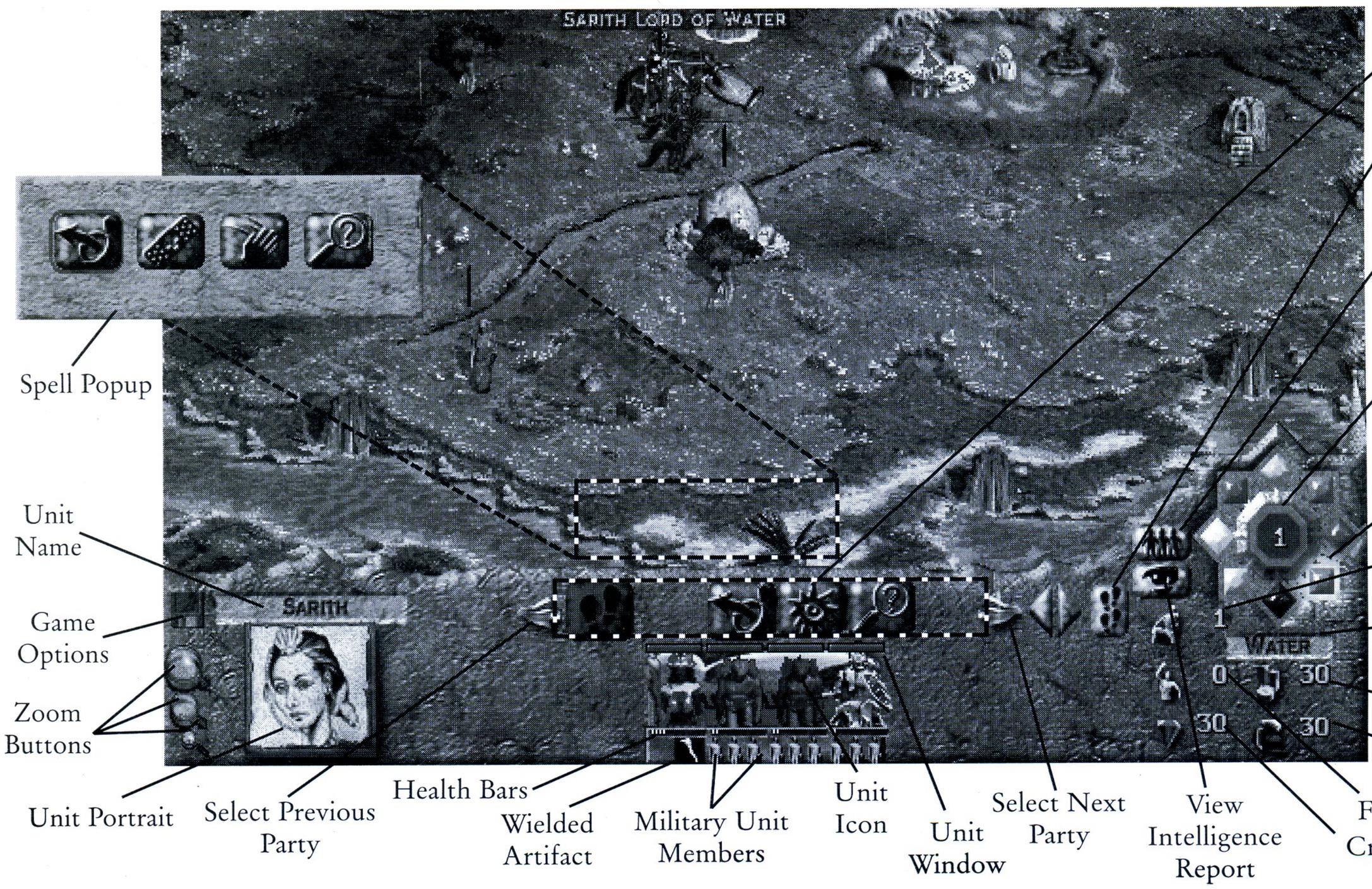
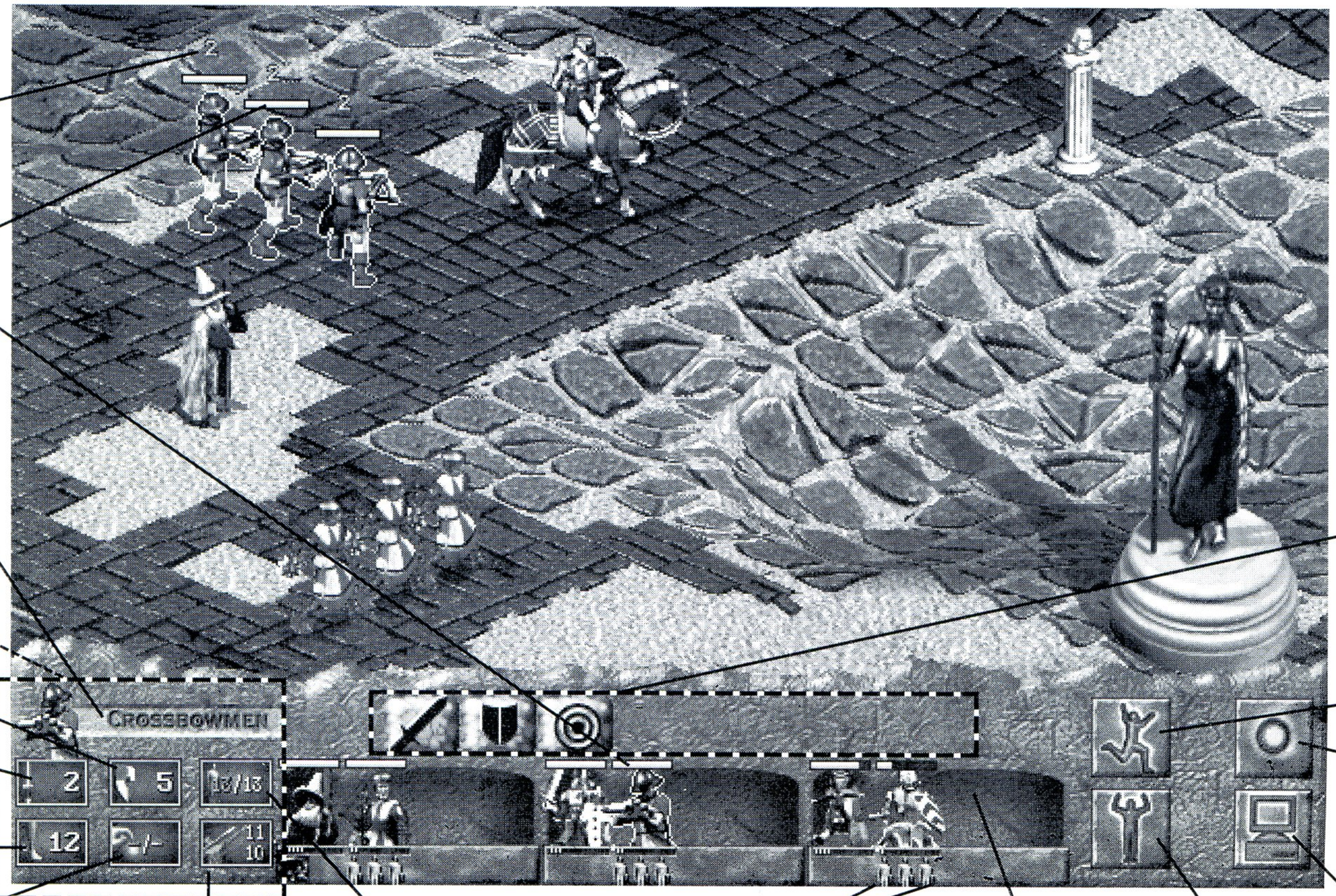
LORDS OF MAGIC QUICK REFERENCE

Map Interface



Combat Interface



Group Hot Key Numbers

Hit Point Bars

Unit Name

Mouse Activated Combat Help

Defense

Attack

Overland Movement Points

Mana (current/maximum)

Strength/Range of Ranged Attack

Hit Points (current/maximum)

Military Unit Members

Unit Window

Surrender

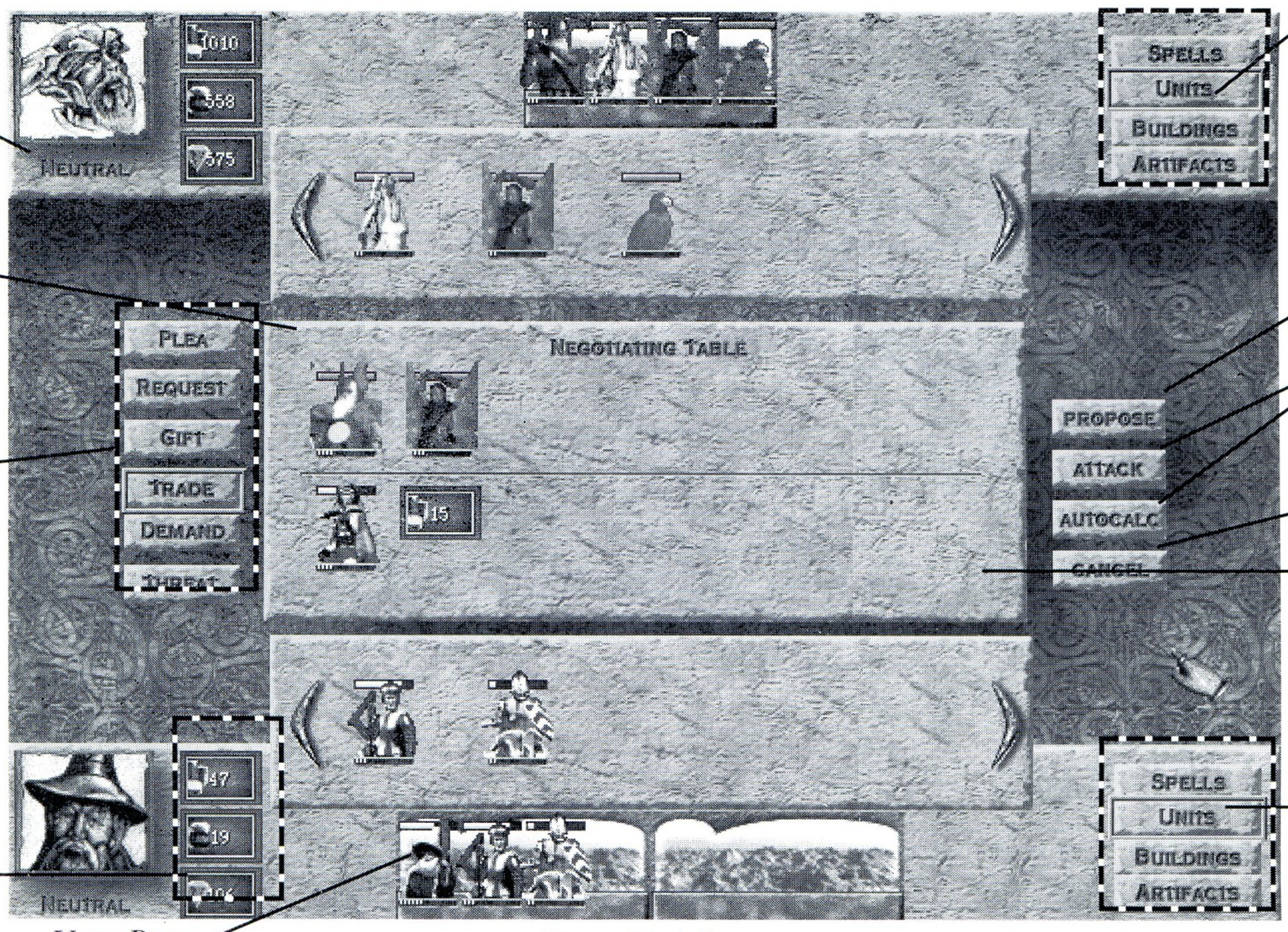
Auto Calculate remaining battle

Action Buttons

Flee

Pause/ Resume Combat

Barter Interface



Your Trading Partner's Holdings

Political Attitude Towards You

Trading partner's side of the Negotiating Table (what you will receive)

Type of negotiation (affects chance of acceptance and political ramifications of this deal)

Total resources you own

Your Party

Your Holdings

Choose what you wish to receive from your partner (based on your intelligence information)

Propose Deal

Abort Barter and Enter Combat

Exit Barter

Your side of the Negotiating Table (what you offer your partner)

Choose what you wish to offer your trading partner